Elemental Wall*: LN L Elemental (Earth, Extraplanar)

HD: 10 (125 hp) **INIT:** –1
AC: 17 (T 8, FF 17) **SPD:** 30 ft.
ATK: Slam +15 (4d8+12)
SA/SQ: Darkvision 60 ft., elemental traits, reach 10 ft., stony defense* (full-round: +10 AC until takes another action)
SV: Fort +15, Ref +4, Will +6
AB: S 27, D 8, Cn 26, I 13, W 13, Ch 10
SK/F: Lis +13, Spot +13, Surv +13; Pow Atk
CR: 6

*Walking wall from *Miniatures Handbook*, advanced to 10 HD

D&D ROLEPLAYING STATS Illus. Vinod Rams

Aspect of Moradin*: LG L Outsider (Extraplanar, Good, Lawful)

3/60 ★ Illus. Steve Prescott

Arcane Ballista*: N H Construct

HD: 6 (63 hp) **INIT:** –1
AC: 18 (T 8, FF 18) **SPD:** 20 ft.
ATK: Slam +7 (1d8+7); **or** bolt +7 rg (3d6+6, magic)
SA/SQ: Construct traits, darkvision 60 ft., hardness 10, *lightning sphere* (640 ft., 20-ft. burst, 6d6 elec, Ref 17 half), low-light, trample 1d8+7 (Ref 18 half)
SV: Fort +2, Ref +1, Will –3
AB: S 20, D 8, Cn —, I —, W 1, Ch 1
POSS: Six +5 *bolts*, +3 *flaming burst bolt*, +3 *freezing burst bolt*
CR: 5

*New creature

D&D ROLEPLAYING STATS Illus. Ron Spencer

Large Bronze Dragon (Juvenile): LG L Dragon (Water)

HD: 15 (142 hp) **INIT:** +0
AC: 23 (T 9, FF 23) **SPD:** 40 ft., F 150 ft. (Pr), S 60 ft.
ATK: Bite +18 (2d6+4) *and* 2 claws +17 (1d8+2) *and* 2 wings +16 (1d6+2) *and* tail +16 (1d8+6)
SA/SQ: Breath wpn 1/1d4 rds (line, 80 ft., 8d6 elec, Fort 20 half **or** cone, 40 ft., repulsion [move away 1d6+4 rds], Will 20 neg), darkvision 120 ft., imm elec, paralysis, and sleep, low-light, reach 10 ft. (bite), *spk animals* at will (CL 4th), wtr breath
SV: Fort +12, Ref +9, Will +13
AB: S 19, D 10, Cn 17, I 18, W 19, Ch 18
SK/F: Bluff +9, Conc +20, Dipl +25, Hide +5, Intim +11, Lis +21, Srch +21, S Mot +21, Spell +23, Spot +21, Surv +9, Swim +12; Flyby Atk, Hover, Wingover
SPELLS: Known (6/6; CL 3rd) 0—*danc lgt, det mag, mag hand, ray frost* (+14 rg touch), *r mag*; 1st—*mag missile, ray enfeeble* (+14 rg touch), *shld* **CR:** 9

D&D ROLEPLAYING STATS Illus. Jim Nelson

Axe Soldier: LG M Humanoid (Human) Ftr4

HD: 4 (38 hp) **INIT:** +1
AC: 18 (T 10, FF 18) **SPD:** 20 ft.
ATK: Axe +8 (1d12+6/×3, magic)
SV: Fort +7, Ref +4, Will +2
AB: S 14, D 13, Cn 16, I 10, W 12, Ch 8
SK/F: Climb –2, Jump –3, Lis +4, Spot +4; Cleave, Dodge, Pow Atk
POSS: +1 *half-plate*, +1 *greataxe*
CR: 4

D&D ROLEPLAYING STATS Illus. Scott Roller

Arcanix Guard: LG M Humanoid (Human) Ftr4

HD: 4 (34 hp) **INIT:** +6
AC: 17 (T 12, FF 15) **SPD:** 20 ft.
ATK: Club +8 (1d6+6, magic)
SV: Fort +5, Ref +3, Will +5
AB: S 15, D 14, Cn 12, I 10, W 14, Ch 8
SK/F: Intim +6, Jump –2, Lis +3, Spot +5; Dodge
POSS: Mwk chainmail, +1 *club*, 2 *pot cure mod*
CR: 4

D&D ROLEPLAYING STATS Illus. Vinod Rams

Sacred Watcher: LG M Deathless (Aug Hum [Human] Ftr5, Incorporeal)

HD: 5 (32 hp) **INIT:** +5
AC: 21 (T 11, FF 20)** **SPD:** F 30 ft. (Pf)
ATK: Incorporeal touch +6 (1d6 plus positive energy); **or** sword +10 (1d10+4/19–20); **or** bow +7 rg (1d6/×3)
SA/SQ: Darkvision 60 ft., deathless traits*, incorporeal traits**, manifestation* (as ghost), positive energy touch* 5/day (2d8+5 positive), rejuvenation* (reappear 2d4 days after destroyed, lvl chk DC 16), +4 turn resist, ward* (aware of protected being's location and status, can scry as *scrying*, transport there as *gr tport*)
SV: Fort +4, Ref +2, Will +2
AB: S 16, D 13, Cn —, I 10, W 12, Ch 12
SK/F: Climb +3, Hide +1, Lis +11, Ride +9, Srch +8, Spot +11; B-Fight, Cleave, Pow Atk
POSS: Full plate, hvy steel shield, mwk bastard sword, mwk shortbow w/ 20 arrows
CR: 7 **ECL:** 10

Book of Exalted Deeds; **AC 12 (T 12, FF 11) when manifested

D&D ROLEPLAYING STATS Illus. Michael Dubisch

Combat Medic: LG M Humanoid (Human) Clr5/Med2*

HD: 7 (43 hp) **INIT:** +0
AC: 19 (T 11, FF 18) **SPD:** 20 ft.
ATK: Morningstar +4 (1d8, magic)
SA/SQ: AP 5**; field healer* (Heal, move action, take 10), healing kicker* 6/day (add *sanct* to *cure*, 1 rd, Will 21 neg), turn undead 5/day (+4, 2d6+7, 5th)
SV: Fort +5, Ref +4, Will +8 **AB:** S 8, D 10, Cn 13, I 12, W 18, Ch 14
SK/F: Conc +11 (+17 cast def), Dipl +12, Heal +14, Know (relig) +11, Lis +4, Spot +8; Dodge, Sacred Healing† (1 turning attempt: grant fast heal 3 within 60 ft., 3 rds)
SPELLS: (CL 7th; CL 8th conj, good) 0—cr *water*, *det mag*, *det poison* (2), *mend*, *resist*; 1st—*bless, deathw, end elements, ent shld, l vigor*† (heal 1 hp/rd, 15 rds), *obs mist*; 2nd—*aid, b's endurance, del poison, hold per* (DC 16), *l restor*; 3rd—*disp mag, mag circ evil* (DC 17), *prayer, rem disease*; 4th—*death ward, fire shld, free move*. Domains: Good, Sun
POSS: +1 *breastplate*, hvy shield, +1 *morningstar*, *periapt Wis* +2, *wand cure lt* (30), *pearl power* (2nd), 2 *pot cure mod*, healer's kit, standard backpack, 71 gp **CR:** 7
Approved for use with the RPGA® Mark of Heroes campaign.

Heroes of Battle: Med = combat medic prestige class;
**Eberron™ Campaign Setting; †*Complete Divine*

D&D ROLEPLAYING STATS Illus. Michael Dubisch

Aspect of Moradin*: LG L Outsider (Extraplanar, Good, Lawful)

HD: 14 (230 hp) **INIT:** +2
AC: 28 (T 10, FF 27) **SPD:** 30 ft.
ATK: Warhammer +25/+20/+15 (2d6+11/×3, magic, good, lawful); **or** warhammer +17 rg (2d6+11/×3, magic, good, lawful)
SA/SQ: DR 5/epic, darkvision 60 ft., dwarf traits, reach 10 ft.
SV: Fort +17, Ref +11, Will +14
AB: S 31, D 14, Cn 35, I 17, W 20, Ch 20
SK/F: Bluff +22, Dipl +9, Intim +24, Lis +22, S Mot +22, Spot +22; B-Fight, Cleave, Pow Atk
POSS: +1 *full plate*, +1 *hvy steel shield*, +1 *throwing returning warhammer*
CR: 11

*New creature

D&D ROLEPLAYING STATS

Brass Samurai: CG M Humanoid (Human) Sam5*/Dsm4**

HD: 9 (72 hp) **INIT:** +1

AC: 16 (T 11, FF 15) **SPD:** 30 ft.

ATK: Sword +12/+7 (1d10+5/19–20, magic plus 1d6 fire) *and* sword +12 (1d6+3/19–20, magic); **or** sword +14/+9 (1d10+7/19–20, magic plus 1d6 fire)

SA/SQ: Brass dragon friend (+4 Cha checks), breath wpn 1/day (line, 60 ft., 4d8 fire, Ref 15 half), imm brass dragon fear, kiai smite 1/day* (free: +3 atk/dmg), resist fire 5

SV: Fort +9, Ref +3, Will +3

AB: S 18, D 12, Cn 12, I 14, W 7, Ch 16

SK/F: Conc +7, Dipl +13, Intim +13, Jump +10, Lis +1, S Mot +10, Spot +1; Cbt Expert, Cbt Reflex

SPELLS: 1st—*longstr*

POSS: +2 *ashigaru armor*†, +1 *katana**, +1 *wakizashi**

CR: 9

**Complete Warrior*: Sam = samurai class; ***Miniatures Handbook*: Dsm = dragon samurai prestige class; †*Oriental Adventures*

D&D ROLEPLAYING STATS — Illus. Ken Huey

Warforged* Captain: LG M Construct (Living Construct) Ftr6

HD: 6 (49 hp) **INIT:** +0

AC: 19 (T 11, FF 18) **SPD:** 20 ft.

ATK: Axe +12/+7 (1d12+9/×3, magic) **or** +14/+11 (1d12+11/×3, magic plus 2d6) against giants

SA/SQ: Cannot heal, DR 2/adamantine, lt fortification, warforged traits*

SV: Fort +6, Ref +2, Will +3

AB: S 18, D 12, Cn 12, I 12, W 12, Ch 13

SK/F: Intim +10, Jump –1, Lis +4, Spot +4; Construct Lock** (+2 atk against constructs, replace crit confirm with second atk roll to immobilize construct; Fort 14 neg), Leadership 7, Natural Leader† (+4 rally checks)

POSS: +1 *giant bane greataxe*

CR: 6

**Eberron™ Campaign Setting*; ***Races of Eberron*; †*Heroes of Battle*

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Sand Giant: LN L Giant (Earth, Fire)

HD: 15 (142 hp) **INIT:** +5

AC: 28 (T 14, FF 23) **SPD:** 40 ft., B 10 ft.

ATK: Scimitar +19/+14/+9 (1d8+8/15–20); **or** sand blaster (see text)

SA/SQ: Heat shimmer* (free: as *blur*, CL 15th), imm fire, low-light, reach 10 ft., sand blaster* (cone, 10 ft.; 1d8 dmg, –2 atk, –4 AC, 3 rds; Ref 22 half dmg, neg others; reload full round), vuln cold

SV: Fort +14, Ref +12, Will +10

AB: S 27, D 21, Cn 21, I 10, W 16, Ch 12

SK/F: Hide +1 (+9 deserts), Lis +12, Spot +12, Surv +12 (+20 deserts); Cleave, Pow Atk

SPELLS: (Spell-Like Abilities; CL 15th) 1/day—*meld stone*, *statue*

POSS: Mwk studded leather, scimitar, sand blaster w/ 25 lb. sand

CR: 10 **ECL:** 19

**Monster Manual III*

D&D ROLEPLAYING STATS — Illus. Vinod Rams

Dragon Totem Hero: CG M Humanoid (Human) Bbn11

HD: 11 (99 hp) **INIT:** +1

AC: 17 (T 11, FF 17) **SPD:** 40 ft.

ATK: Sword +16/+11/+6 (1d8+4/19–20, magic)

SA/SQ: DR 2/—, DR 5/acid, DR 5/fire, gr rage 3/day (12 rds, +6 Str, +6 Con, +3 Will, –2 AC), imp uncanny dodge, trap sense +3

SV: Fort +9, Ref +4, Will +4

AB: S 17, D 13, Cn 14, I 10, W 12, Ch 12

SK/F: Climb +12, Intim +15, Jump +8, Lis +11, Spot +8, Surv +11, Swim +11; Dragon Rage* (+2 AC, resist fire 15), Pow Atk

POSS: +1 *studded leather*, dragoncraft** hvy shield (green), +1 *longsword*

CR: 11

**Eberron™ Campaign Setting*; ***Draconomicon*

D&D ROLEPLAYING STATS

Warforged Scout*: LG S Construct (Living Construct) Rgr5

HD: 5 (36 hp) **INIT:** +3

AC: 16 (T 14, FF 13) **SPD:** 30 ft.

ATK: Sword +6 (1d6+1/19–20) *and* sword +6 (1d4/19–20); **or** sword +8 (1d6+1/19–20)

SA/SQ: Cannot heal, fav enemy (goblinoids +4, humans +2), lt fortification, warforged traits*

SV: Fort +7, Ref +8, Will +1

AB: S 12, D 17, Cn 14, I 10, W 10, Ch 6

SK/F: Hide +15, Jump +6, Lis +10, M Sil +11, Srch +8, Spot +10, Surv +8 (+10 following tracks); Dodge, Endur, Track

POSS: Mwk longsword, mwk short sword, *boots str/spr*, 2 *oil repair mod***

CR: 5

**Monster Manual III*; ***Eberron™ Campaign Setting*

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Shieldwall Soldier: LG M Humanoid (Human) War1/Ftr2

HD: 3 (22 hp) **INIT:** +2

AC: 23 (T 11, FF 22) **SPD:** 20 ft.

ATK: Spear +5 (1d6+2)

SV: Fort +6, Ref +2, Will +2

AB: S 14, D 14, Cn 12, I 10, W 10, Ch 8

SK/F: Intim +5, Lis +3, Spot +3; Cbt Reflex, Dodge, Hold the Line* (AoO against charging foe), Phalanx Fighting* (+2 AC, +1 Ref within 5 ft. of ally with Phalanx Fighting)

POSS: Full plate, tower shield, shortspear, 2 *pot cure mod*

CR: 2

**Complete Warrior*

D&D ROLEPLAYING STATS — Illus. Michael Dubisch

Dragon Totem Hero: CG M Humanoid (Human) Bbn11

16/60 ★ — Illus. Steve Prescott

Warpriest of Moradin: LG M Humanoid (Dwarf) Clr7/Wrp1*

HD: 8 (56 hp) **INIT:** +0

AC: 19 (T 10, FF 19) **SPD:** 20 ft.

ATK: Maul +10/+5 (1d10+4/×3, magic); **or** maul +7 rg (1d10+4/×3, magic)

SA/SQ: Darkvision 60 ft., dwarf traits, rally* (60 ft., other allies reroll fear save at +1), turn undead 4/day (+5, 3d6+9, 8th)

SV: Fort +9, Ref +2, Will +9

AB: S 15, D 10, Cn 14, I 15, W 18, Ch 12

SK/F: Conc +13 (+17 cast def), Dipl +12, Lis +4, Spell +13, Spot +4; Leadership 9

SPELLS: (CL 7th) 0—*det mag* (2), *r mag*, *resist* (2), *virtue*; 1st—*bless* (2), *disr und* (+6 rg touch), *prot evil*, *shld faith* (2); 2nd—*aid* (2), *deific vengeance** (2; 1 foe, 55 ft., 3d6/7d6 to undead; DC 16), *divine protection*† (allies within 170 ft., +1 AC, saves; 7 min.); 3rd—*close wounds*† (2; immediate: 1 creature, 55 ft., heal 2d4 dmg), *sear lgt* (2; +6 rg touch); 4th—*neut poison*, *holy smite* (DC 18), *wpn of the deity** (wpn is +1 *throwing*, 7 rds). Domains: Glory*, Good, Law

POSS: +2 *half-plate*, +1 *maul***, *am health* +2 **CR:** 8

**Complete Divine*: Wrp = warpriest class; ***Complete Warrior*; †*Miniatures Handbook*

D&D ROLEPLAYING STATS — Illus. Vinod Rams

Warforged* Bodyguard: LG M Construct (Living Construct) Ftr7

HD: 7 (67 hp) **INIT:** +5

AC: 24 (T 11, FF 23) **SPD:** 20 ft.

ATK: Warhammer +13/+8 (1d8+7/×3, magic)

SA/SQ: AP 5*; cannot heal, DR 2/adamantine, imm sneak atk/crit, warforged traits*

SV: Fort +8, Ref +5, Will +2

AB: S 18, D 13, Cn 16, I 8, W 10, Ch 8

SK/F: Jump +2, Lis +0, Spot +0; Imp Fortification* (imm sneak atk/crit), Pow Atk

POSS: +2 *hvy steel shield*, +1 *adamantine warhammer*, *gauntlets ogre pow*, 5 *oil repair lt**, *oil rep mod**, 8 gp

CR: 7

Approved for use with the RPGA® Mark of Heroes campaign.

**Eberron™ Campaign Setting*

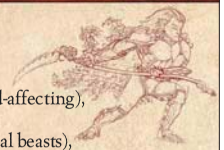
D&D ROLEPLAYING STATS — Illus. Steve Prescott

Warbound Impaler*: N L Plant

HD: 12 (126 hp) **INIT:** –2
AC: 19 (T 7, FF 19) **SPD:** 30 ft.
ATK: 2 slams +14 (1d8+6/19–20)
SA/SQ: Darkvision 60 ft., impale* (grp, free action, immobilize), imp grab (grp +19, impale), low-light, plant traits, resist elec 10 and fire 10, thorn field* (4 AoO, enemy Tmbl DC +10, no free move through for D or smaller), thorn volley* (60 ft., 10-ft. radius, 8d6 pierc, Ref 22 half), trample 1d8+9 (Ref 22 half)
SV: Fort +14, Ref +2, Will +4
AB: S 23, D 6, Cn 22, I 5, W 10, Ch 7
SK/F: Hide +9 (+17 aboveground); Cleave, Imp Bull Rush, Pow Atk
CR: 7

Monster Manual III

Lion of Talisid: NG M Humanoid (Elf) Drd6/Lta1*



HD: 7 (49 hp) **INIT:** +1
AC: 17 (T 11, FF 16) **SPD:** 50 ft.
ATK: Spear +8 (1d8+4/×3, magic)
SA/SQ: Elf traits, lion's courage* (imm fear, +4 Will mind-affecting), low-light, nature sense, resist nature's lure, trackless step, wild shape 2/day (S or M animal), wild emp +6 (+2 magical beasts), woodland stride
SV: Fort +8, Ref +3, Will +10
AB: S 14, D 13, Cn 12, I 8, W 17, Ch 10
SK/F: Conc +8, H Animal +5, Lis +3, Spell +6, Spot +3, Surv +7; Leadership 7
SPELLS: (CL 7th) 0—*det mag, flare* (DC 13), *guid* (2), *light*; 1st—*entang, gdberry* (2), *longstr***, *mag fang*; 2nd—*bark***, *c's grace* (2), *res energy*; 3rd—*call lgt* (DC 16), *cure mod* (2); 4th—*fl strike* (DC 17)
POSS: *+1 leather, +1 spear, periapt Wis +2, boots str/spr* **CR:** 7

**Book of Exalted Deeds:* Lta = lion of Talisid prestige class; **already cast

Dragonne: N L Magical Beast

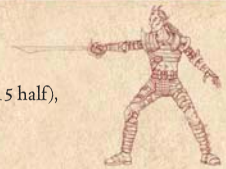
HD: 9 (76 hp) **INIT:** +6
AC: 18 (T 11, FF 16) **SPD:** 40 ft., F 30 ft. (Pr)
ATK: Bite +12 (2d6+4) *and* 2 claws +7 (2d4+2)
SA/SQ: Darkvision 60 ft., low-light, pounce (full atk when charging), roar 1/1d4 rds (fatigued within 120 ft. or exhausted within 30 ft., Will 15 neg), scent
SV: Fort +9, Ref +8, Will +4
AB: S 19, D 15, Cn 17, I 6, W 12, Ch 12
SK/F: Lis +11, Spot +11; B-Fight, Cbt Reflex, Track
CR: 7 **ECL:** 13

Warforged* Barbarian: CG M Construct (Living Construct) Bbn7

HD: 7 (72 hp) **INIT:** +1
AC: 19 (T 11, FF 19) **SPD:** 30 ft.
ATK: Sword +14/+9 (2d6+8/19–20, magic); **or** slam +11/+6 (1d4+4)
SA/SQ: Cannot heal, DR 1/—, DR 2/adamantine, imp uncanny dodge, lt fortification, rage 2/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +2, warforged traits*
SV: Fort +8, Ref +3, Will +2
AB: S 18, D 13, Cn 16, I 10, W 10, Ch 6
SK/F: Intim +8, Jump +9, Lis +10, Spot +5; Dodge
POSS: *+2 greatsword, gauntlets ogre pow*
CR: 7

**Eberron™ Campaign Setting*

Mephling* Pyromancer (Fire): CG S Hum (Extraplanar) Sor6/Rog1



HD: 7 (41 hp) **INIT:** +3
AC: 17 (T 15, FF 14) **SPD:** 30 ft.
ATK: Rapier +8 (1d4+1/18–20, magic)
SA/SQ: Breath wpn 2/day (cone, 15 ft., 1d8 fire, Ref 15 half), sneak atk +1d6, trapfinding
SV: Fort +4, Ref +7, Will +4
AB: S 10, D 16, Cn 14, I 11, W 8, Ch 16
SK/F: Conc +11, Hide +7, Lis +2, M Sil +5, Spell +6, Spot +2; Dodge
SPELLS: Known (6/7/6/4) 0—*danc lgt, daze* (DC 13), *det mag, flare* (DC 13), *r mag, resist, touch fatigue* (+7 touch, DC 13); 1st—*b hands* (DC 14), *l orb of acid*** (+7 rg touch), *l orb of fire*** (+7 rg touch), *shld*; 2nd—*prot arrows, scorch ray* (+7 rg touch); 3rd—*fireball* (DC 16)
POSS: Leather, *ring prot +1, +1 rapier, am health +2*, 2 scrolls *fly*
CR: 7 **ECL:** 8

**Planar Handbook; **Complete Arcane*

Halfling Slinger: CG S Humanoid (Halfling) Rog7

HD: 7 (30 hp) **INIT:** +4
AC: 19 (T 15, FF 19) **SPD:** 20 ft.
ATK: Sword +12 (1d4/19–20); **or** sling +12 rg (1d3+1, magic plus 1d6 cold)
SA/SQ: AP 5*; evasion, halfling traits, sneak atk +4d6, trap sense +2, trapfinding, uncanny dodge
SV: Fort +4, Ref +11, Will +3
AB: S 10, D 18, Cn 10, I 14, W 8, Ch 13
SK/F: Bal +11, Climb +7, D Dev +16, Esc +9, Hide +23, Jump +3, Lis +11, M Sil +21, Open L +16, Srch +12, Spot +9, Tmbl +16; Pt Blk Shot, Prec Shot
POSS: *+1 shadow leather*, mwk buckler, *+1 frost sling*, mwk cold iron short sword, *boots elvenkind, cloak resist +1, oil mag stone, 2 pot cure lt*, mwk thieves' tools, flask acid, 3 sunrods, adventurer's standard pack, 40 gp
CR: 7

Approved for use with the RPGA® Mark of Heroes campaign.
**Eberron™ Campaign Setting*

Wemic* Barbarian: N L Monstrous Humanoid Bbn3

HD: 8 (71 hp) **INIT:** +7
AC: 18 (T 12, FF 18) **SPD:** 50 ft.
ATK: Halberd +14/+9 (2d8+10/×3); **or** 2 claws +14 (1d6+7)
SA/SQ: Darkvision 60 ft., rage 1/day (13 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +1, uncanny dodge
SV: Fort +7, Ref +8, Will +5
AB: S 24, D 16, Cn 16, I 8, W 10, Ch 10
SK/F: Intim +5, Jump +23, Lis +4, Spot +4, Surv +4; Dodge
POSS: Leather, halberd
CR: 6 **ECL:** 11

**Races of Faerûn*

Steelheart Archer: NG M Humanoid (Elf) Ftr4

HD: 4 (34 hp) **INIT:** +2
AC: 17 (T 12, FF 15) **SPD:** 30 ft.
ATK: Sword +7 (2d6+3/19–20); **or** bow +8 rg (1d8+5/×3, magic)
SA/SQ: Elf traits, low-light
SV: Fort +6, Ref +3, Will +2
AB: S 14, D 15, Cn 14, I 12, W 12, Ch 10
SK/F: Climb +6, Jump +5, Lis +3, Srch +3, Spot +5; Coordinated Shot* (ignore cover from allies on ranged atk), Pt Blk Shot, Prec Shot
POSS: Elven chain, *+1 comp longbow* (+2 Str bonus) w/ 50 arrows, mwk greatsword
CR: 4

**Heroes of Battle*

Hunting Cougar*: N M Animal

HD: 3 (19 hp) **INIT:** +4
AC: 15 (T 14, FF 11) **SPD:** 40 ft., C 20 ft.
ATK: Bite +7 (1d6+3) *and* 2 claws +2 (1d3+1)
SA/SQ: Imp grab (grp +6, rake), low-light, pounce (full atk when charging), rake 1d3+1, scent
SV: Fort +5, Ref +7, Will +2
AB: S 16, D 19, Cn 15, I 2, W 12, Ch 6
SK/F: Bal +12, Climb +11, Hide +8, Jump +15, Lis +6, M Sil +8, Spot +6
CR: 2

**As leopard, advanced to 5 HD on skirmish side*

Goblin Underboss: LE S Humanoid (Goblinoid) Ftr5/Rog1

HD: 6 (41 hp) **INIT:** +3
AC: 19 (T 14, FF 16) **SPD:** 30 ft.
ATK: Scimitar +10 (1d4+5/18–20, magic plus phantom threat); **or** crossbow +9 (1d8/19–20)
SA/SQ: Darkvision 60 ft., sneak atk +1d6, trapfinding
SV: Fort +5, Ref +6, Will +4
AB: S 14, D 16, Cn 13, I 12, W 10, Ch 10
SK/F: Intim +9, Jump +6, Lis +0, M Sil +4, Ride +10, Spot +4, Tmbl +7; Cleave, Dodge, Pow Atk
POSS: Chain shirt, lt steel shield, +1 *phantom threat scimitar** (struck target is considered flanked; Will 19 neg), hvy crossbow w/ 10 bolts
CR: 6

*New magic item

Aspect of Hextor*: LE L Outsider (Evil, Extraplanar, Lawful)

Wood Elf Ranger: CG M Humanoid (Elf) Rgr5

HD: 5 (36 hp) **INIT:** +2
AC: 16 (T 14, FF 16) **SPD:** 30 ft.
ATK: Sword +9 (1d8+5/19–20, magic) *and* sword +8 (1d6+3/19–20, magic); **or** sword +11 (1d8+5/19–20, magic)
SA/SQ: Elf traits, fav enemy (orcs +4, aberrations +2), low-light, wild emp +4 (+0 magical beasts)
SV: Fort +5, Ref +8, Will +2
AB: S 18, D 18, Cn 12, I 8, W 12, Ch 8
SK/F: Hide +12, Lis +7, M Sil +12, Srch +1, Spot +11, Surv +9; Endur, Track
SPELLS: 1st—*det poison*
POSS: Mwk leather, +1 *longsword*, +1 *short sword*
CR: 5

Hobgoblin Archer: LE M Humanoid (Goblinoid) Ftr3

HD: 3 (24 hp) **INIT:** +2
AC: 17 (T 12, FF 15) **SPD:** 20 ft.
ATK: Axe +6 (1d6+2/×3); **or** bow +7 rg (1d6+1/×3, magic)
SA/SQ: Darkvision 60 ft.
SV: Fort +4, Ref +3, Will +1
AB: S 14, D 14, Cn 12, I 10, W 10, Ch 10
SK/F: Jump –2, Lis +1, M Sil +2, Spot +2; Pt Blk Shot, Prec Shot
POSS: Breastplate, handaxe, +1 *shortbow* w/ 50 arrows
CR: 3 **ECL:** 4

Flameskull*: LE T Undead

HD: 4 (26 hp) **INIT:** +8
AC: 19 (T 16, FF 15) **SPD:** F 50 ft. (G)
ATK: 2 fire rays +8 rg touch (1d8 fire)
SA/SQ: +4 turn resist, DR 5/bludg, darkvision 60 ft., fast heal 2, fire ray* (20 ft.), imm cold, elec, and fire, reach 0 ft., rejuvenation* (rises healed 1 hr after destroyed; *disp mag*, *disp evil*, *rem curse*, or holy water prevents), SR 19, undead traits
SV: Fort +1, Ref +5, Will +5
AB: S 3, D 18, Cn —, I 11, W 12, Ch 14
SK/F: Conc +9, Hide +19, Lis +10, Spot +10
SPELLS: (Spell-Like Abilities; CL 4th) At will—*det mag*, *mag hand*, *ray frost* (+8 rg touch); 3/day—*blur*, *mag missile*, *ray exhaust* (+8 rg touch; DC 15); 1/day—*fireball* (DC 15), *mirr image*
CR: 4

**Lost Empires of Faerûn*

Gulgar*: N L Monstrous Humanoid (Earth)

HD: 10 (75 hp) **INIT:** –2
AC: 22 (T 7, FF 22) **SPD:** 20 ft.
ATK: Warhammer +14/+9 (2d6+5/×3) *and* gore +9 (2d6+2, adamantine); **or** 2 slams +14 (1d6+5, adamantine) *and* gore +9 (2d6+2, adamantine); **or** bow +7/+2 rg (2d6+5/×3)
SA/SQ: DR 10/adamantine, darkvision 60 ft., imm sonic, reach 10 ft., sonic pulse* 1/1d4 rds (cone, 30 ft., 3d6 sonic and deafen 1 hr, Fort 18 neg deafen), stability* (+4 against bull rush/trip while standing on ground), tremorsense 30 ft.
SV: Fort +6, Ref +5, Will +8
AB: S 20, D 7, Cn 17, I 10, W 12, Ch 13
SK/F: H Animal +7, Intim +6, Lis +10, Ride +10, Spot –3; Imp Bull Rush, Imp Overrun, Imp Sunder, Pow Atk, Powerful Charge* (+2d6 dmg)
POSS: Breastplate, hvy steel shield, warhammer, comp longbow (+5 Str bonus) w/ 20 arrows
CR: 9 **ECL:** 15

**Monster Manual III*

Inspired* Lieutenant: LE M Humanoid (Human, Psionic**) Psw7**

HD: 7 (56 hp) **INIT:** +1
AC: 20 (T 13, FF 19) **SPD:** 30 ft.
ATK: Double scimitar +9 (1d6+6/18–20, magic) / +9 (1d6+5/18–20, magic); **or** double scimitar +11 (1d6+7/18–20, magic)
SA/SQ: Dual mind* (reroll saves, mind-affecting), resist exorcism* (as 13 HD spirit)
SV: Fort +9, Ref +7, Will +8 **AB:** S 15, D 13, Cn 14, I 17, W 18, Ch 21
SK/F: Autohyp* +23, Bluff +14, Climb +12, Conc +19, Dipl +11, Intim +16, Jump +12, Lis +9, M Sil +8, Psicraft* +12, Srch +20, S Mot +11, Spot +11; Gr Psi Wpn* (+4d6)
SPELLS: Psionics* (36 pp) *det hostile intent* (3 pp), *hostile emp transfer* (5 pp, +7 touch, DC 17), *inert arm*† (7 pp), *off precog*† (4 pp), *def precog*† (4 pp), *off prescience*† (4 pp), *prowess* (3 pp, immed)
(Psi-Like Abilities; ML 6th) 3/day—*body equil*, *far hand*, *inert arm*, *psi scent*; 1day—*body adj*, *id insin* (DC 18), *mindlink* (DC 16 unwilling), *psi charm* (DC 18), *recall agony* (DC 18)
POSS: +1/+1 *Valenar double scimitar**, *boots landing***, *2 pow stone body purif*** **CR:** 8

**Eberron™ Campaign Setting*; ***Expanded Psionics Handbook*: Psw = psychic warrior class; †Already manifested

Goblin Blackblade: LE S Humanoid (Goblinoid) Rog4

HD: 4 (24 hp) **INIT:** +4
AC: 9 (T 15, FF 19) **SPD:** 30 ft.
ATK: Sword +9 (1d4+1/19–20, magic)
SA/SQ: Darkvision 60 ft., evasion, sneak atk +2d6, trap sense +1, trapfinding, uncanny dodge
SV: Fort +3, Ref +8, Will +1
AB: S 10, D 18, Cn 14, I 13, W 10, Ch 6
SK/F: Bal +6, Bluff +5, Hide +15, Jump +9, Lis +7, M Sil +15, Ride +8, Srch +8, Slgt Hand +13, Spot +7, Tmbl +13; Dodge
POSS: +1 *studded leather*, +1 *short sword*
CR: 4

Aspect of Hextor*: LE L Outsider (Evil, Extraplanar, Lawful)

HD: 12 (114 hp) **INIT:** +3
AC: 22 (T 12, FF 19) **SPD:** 40 ft.
ATK: Flail +14/+9/+4 (2d6+7, magic, evil, lawful) *and* sword +14 (2d6+4/19–20, magic, evil, lawful) *and* axe +14 (2d6+4/×3, magic, evil, lawful) *and* mace +14 (2d6+4, magic, evil, lawful) *and* pick +14 (1d8+4/×4, magic, evil, lawful) *and* scimitar +14 (1d8+4/18–20, magic, evil, lawful)
SA/SQ: DR 5/epic, darkvision 60 ft., reach 10 ft.
SV: Fort +13, Ref +11, Will +11
AB: S 22, D 17, Cn 20, I 17, W 17, Ch 18
SK/F: Climb +18, Jump +22, Lis +18, S Mot +18, Spot +18; B-Fight, Cleave, Cbt Reflex, Pow Atk
POSS: +1 *scale mail*, +1 *flail*, +1 *longsword*, +1 *battleaxe*, +1 *hvy mace*, +1 *hvy pick*, +1 *scimitar*
CR: 11

**Miniatures Handbook*

Skeletal Legionnaire: NE M Undead

HD: 1 (6 hp) **INIT:** +5
AC: 20 (T 11, FF 19) **SPD:** 20 ft.
ATK: Scimitar +1 (1d6+1/18–20); **or** claw +1 (1d4+1)
SA/SQ: DR 5/bludg, darkvision 60 ft., imm cold, undead traits
SV: Fort +0, Ref +1, Will +2
AB: S 13, D 13, Cn —, I —, W 10, Ch 1
SK/F: Lis +0, Spot +0
POSS: Chainmail, hvy steel shield, scimitar
CR: 1/3

Night Hag: NE M Outsider (Evil, Extraplanar)

HD: 8 (68 hp) **INIT:** +1
AC: 22 (T 11, FF 21) **SPD:** 20 ft.
ATK: Bite +12 (2d6+6, evil, magic plus disease)
SA/SQ: DR 10/cold iron and magic, darkvision 60 ft., disease (demon fever, bite: Fort 18, incub 1 day, 1d6 Con; extra 1 Con drain on second failed Fort 18 save), dream haunting (drain 1 Con on awakening), imm charm, cold, fear, fire, and sleep, SR 25
SV: Fort +12, Ref +9, Will +10
AB: S 19, D 12, Cn 18, I 11, W 15, Ch 12
SK/F: Bluff +12, Conc +15 (+19 cast def), Intim +14, Lis +15, Ride +12, S Mot +13, Spell +11, Spot +15; Mt Cbt
SPELLS: (Spell-Like Abilities; CL 8th) At will—*det chaos/evil/good/law, det mag, ethereal, mag missile, pmorph* (self only), *ray enfeeble* (+9 rg touch, DC 12), *sleep* (DC 12)
POSS: Heartstone **CR:** 9

Karrnathi Zombie*: LE M Undead

HD: 3 (22 hp) **INIT:** +0
AC: 22 (T 10, FF 22) **SPD:** 20 ft. (can't run)
ATK: Sword +5 (1d8+2/19–20)
SA/SQ: DR 5/slash, darkvision 60 ft., undead traits
SV: Fort +1, Ref +1, Will +3
AB: S 15, D 11, Cn —, I 11, W 10, Ch 1
SK/F: Climb –2, Jump –8, Lis +6, Srch +4, Spot +6
POSS: Half-plate, lt steel shield, mwk longsword
CR: 3

*Eberron™ *Campaign Setting*

Snig, Worg Rider: LE S Humanoid (Goblinoid) Ftr6

HD: 6 (49 hp) **INIT:** +2
AC: 19 (T 15, FF 17) **SPD:** 50 ft. (mounted); base 30 ft.
ATK: Axe +11/+6 (1d10+6/×3, magic)
SA/SQ: Darkvision 60 ft., low-light (worg), scent (worg), trip (worg: bite, +7, no AoO)
SV: Fort +7, Ref +4, Will +4
AB: S 14, D 15, Cn 14, I 12, W 10, Ch 6
SK/F: Hide +5, Intim +5, Lis +5, M Sil +5, Ride +10, Spot +5; Dodge, Mount Cbt
POSS: Chain shirt, *ring prot* +2, *+1 keen jeweled greataxe*, worg mount (84 hp, bite +14 [1d8+12]), military saddle and harness
CR: 6

Shuluth, Archvillain (Mind Flayer): LE M Aberration (Psionic*) Psw12*

HD: 20 (163 hp) **INIT:** +8
AC: 22 (T 17, FF 18) **SPD:** 30 ft.
ATK: Sword +19/+14 (1d8+3/19–20, magic plus mindcrusher*); **or** 4 tentacles +19 (1d4+1)
SA/SQ: Darkvision 60 ft., extract (all tentacles, kill), imp grab (tentacles, grp +16, up to L, extract), mind blast (cone, 60 ft.; stun 3d4 rds; Will DC 19 neg), PR 25
SV: Fort +14, Ref +10, Will +12 **AB:** S 12, D 18, Cn 14, I 25, W 14, Ch 20
SK/F: Autohypnosis* +20, Bluff +16, Conc +25 (+29 man def), Dipl +20, Hide +15, Intim +21, Jump +16, Lis +15, M Sil +15, Psicraft* +20, Srch +22, S Mot +13, Spot +15; Gr Psi Wpn* (+4d6 dmg), Pow Pen* (+4 ML against PR), Psicrystal Containment*
SPELLS: Psionics* (As Tel, 103 pp; ML 9th) (Psw, 55 pp; ML 12th): *conceal thgts* (1 pp), *esc det* (5 pp), *evade burst* (9 pp, immed), *force screen* (9 pp), *grip of iron* (9 pp), *painful strike* (9 pp, swift), *psi free move* (7 pp), *psych vamp* (7 pp; +16 touch, DC 16), *thicken skin* (7 pp), *thgt shld* (6 pp;), *ubiquitous vision* (5 pp), *vamp blade* (5 pp)
POSS: *Bracers* +2, *ring* +3, +2 *mindcrusher* longsword*, psicrystal **CR:** 20 **ECL:** 27
**Expanded Psionics Handbook:* Psw = psychic warrior class, Tel = telepath subclass (psion)

Khumat: NE L Outsider (Extraplanar)

HD: 11 (93 hp) **INIT:** +5
AC: 26 (T 10, FF 25) **SPD:** 30 ft., S 45 ft.
ATK: Bite +18 (2d8+12, magic); **or** tail +18 (1d12+12, magic)
SA/SQ: DR 10/magic, darkvision 60 ft., imm poison, imp grab (bite, grp +23), reach 10 ft., resist acid 10, cold 10, elec 10, and fire 10, SR 15
SV: Fort +11, Ref +8, Will +10
AB: S 26, D 13, Cn 19, I 8, W 13, Ch 8
SK/F: Hide +11, Lis +15, M Sil +15, Srch +13, Spot +15, Surv +15, Swim +30; Imp Sunder, Pow Atk
CR: 8 **ECL:** 17

**Miniatures Handbook*

Terror Wight*: LE M Undead

HD: 6 (39 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Slam +6 (1d4+4 plus energy drain)
SA/SQ: Create spawn (humanoid, 1d4 rds, wight), darkvision 60 ft., energy drain (1 neg level, +5 hp; Fort 16 removes), undead traits
SV: Fort +2, Ref +3, Will +7
AB: S 17, D 12, Cn —, I 8, W 15, Ch 16
SK/F: Hide +10, Lis +12, M Sil +9, Spot +12; B-Fight, Pow Atk
CR: 4

*Advanced to 6 HD

Shuluth, Archvillain (Mind Flayer): LE M Aberration (Psionic*) Psw12*

Large Duergar: LE L Humanoid (Dwarf) Ftr4

HD: 4 (46 hp) **INIT:** –1
AC: 16 (T 8, FF 16) **SPD:** 20 ft.
ATK: Warhammer +8 (2d6+5/×3)
SA/SQ: +2 saves spells, darkvision 120 ft., dwarf traits, imm paralysis, phantasms, and poison, light sensitivity, reach 10 ft.
SV: Fort +6, Ref +2, Will +2
AB: S 16, D 8, Cn 18, I 8, W 13, Ch 8
SK/F: Intim +6, Lis +2, M Sil –1, Spot +2; Pow Atk
SPELLS: (Spell-Like Abilities; CL 8th) 1/day—*enl per**, *invis*; self only
POSS: +1 *chainmail*, hvy steel shield, mwk warhammer
CR: 4 **ECL:** 5

*Already cast

Fiendish Girallon: NE L Magical Beast (Extraplanar)

HD: 7 (58 hp) **INIT:** +3
AC: 16 (T 12, FF 15) **SPD:** 40 ft., C 40 ft.
ATK: 4 claws +12 (1d4+6, magic) *and*
bite +7 (1d8+3, magic)
SA/SQ: DR 5/magic, darkvision 60 ft., low-light, reach 10 ft., rend 2d4+9 (hit 2 claws), resist cold 5 and fire 5, scent, smite good 1/day (+7 dmg), SR 12
SV: Fort +7, Ref +8, Will +5
AB: S 22, D 17, Cn 14, I 3, W 12, Ch 7
SK/F: Climb +14, Lis +1, M Sil +8, Spot +6
CR: 7

Blood Ghost Berserker(Bugbear): NE M Humanoid (Goblinoid) Bbn2

HD: 5 (47 hp) **INIT:** +2
AC: 18 (T 12, FF 18) **SPD:** 20 ft., F 40 ft. (G)
ATK: Axe +11 (1d12+7/×3, magic); **or**
axe +6 rg (1d6+5/×3)
SA/SQ: Darkvision 60 ft., rage 1/day (10 rds, +4 Str, +4 Con, +2 Will, –2 AC), scent, uncanny dodge
SV: Fort +8, Ref +5, Will +2
AB: S 20, D 14, Cn 16, I 8, W 13, Ch 8
SK/F: Climb +8, Lis +4, M Sil +6, Spot +4, Surv +4; Pow Atk
POSS: Mwk studded leather, *+1 greataxe*, throwing axe, *pot cure mod*
CR: 4 **ECL:** 6

War Troll*: LE L Monstrous Humanoid

HD: 12 (162 hp) **INIT:** +7
AC: 31 (T 12, FF 28) **SPD:** 30 ft.
ATK: Sword +23/+18/+13 (3d6+15/19–20) *and*
bite +19 (1d6+5); **or**
2 claws +21 (1d8+10) *and*
bite +19 (1d6+5); **or**
bow +15/+10/+5 rg (2d6+10/×3)
SA/SQ: DR 5/adamantine, darkvision 90 ft., dazing blow* (melee hit: daze 1 rd, Fort 25 neg), low-light, reach 10 ft., regen 9 (normal dmg acid), scent, SR 20
SV: Fort +13, Ref +11, Will +12
AB: S 31, D 16, Cn 29, I 8, W 15, Ch 10
SK/F: Lis +11, Spot +12
POSS: Breastplate, mwk greatsword, mwk comp longbow (+10 Str bonus) w/ 50 arrows
CR: 12 **ECL:** 18
**Monster Manual III*

Frost Dwarf*: CE M Humanoid (Dwarf, Extraplanar) Ftr3

HD: 3 (39 hp) **INIT:** +0
AC: 13 (T 10, FF 13) **SPD:** 20 ft.
ATK: Axe +7 (1d8+4/×3)
SA/SQ: Darkvision 120 ft., frost dwarf traits*, light sensitivity, imm paralysis, phantasms, and poison, resist cold 10
SV: Fort +8, Ref +3, Will +2
AB: S 16, D 10, Cn 20, I 10, W 9, Ch 4
SK/F: Lis +1, M Sil +1, Spot +1
SPELLS: (Spell-Like Abilities; CL 3rd) 1/day—*chill touch* (+6 touch, DC 11), *obs mist*
POSS: Hide armor, battleaxe, 2 *pot cure mod*, *pot resist energy*
CR: 4 **ECL:** 4

**Planar Handbook*

Chimera: CE L Magical Beast

HD: 9 (76 hp) **INIT:** +1
AC: 19 (T 10, FF 18) **SPD:** 30 ft., F 50 ft. (Pr)
ATK: Bite +12 (2d6+4) *and*
bite +12 (1d8+4) *and*
gore +12 (1d8+4) *and*
2 claws +10 (1d6+2)
SA/SQ: Breath wpn 1/1d4 rds (line, 40 ft., 3d8 acid, Ref 17 half), darkvision 60 ft., low-light, scent
SV: Fort +9, Ref +7, Will +6
AB: S 19, D 13, Cn 17, I 4, W 13, Ch 10
SK/F: Hide +1 (+5 scrub/brush), Lis +9, Spot +9; Hover
SPELLS: (Spell-Like Abilities; CL 6th) 4/day—*dark*; 1/day—*danc lgt*, *desecr*, *f fire*, *unh blight* (DC 14)
CR: 7 **ECL:** 11

War Troll*: LE L Monstrous Humanoid

Hill Giant Barbarian: CE L Giant Bbn2

HD: 14 (156 hp) **INIT:** +0
AC: 19 (T 9, FF 19) **SPD:** 50 ft.
ATK: Greatclub +20/+15/+10 (2d8+13); **or**
rock +10 rg (2d6+9)
SA/SQ: Low-light, rage 1/day (11 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft., rock catching, uncanny dodge
SV: Fort +17, Ref +4, Will +5
AB: S 29, D 11, Cn 22, I 6, W 12, Ch 4
SK/F: Climb +9, Intim +4, Jump +17, Lis +4, Spot +5; Cleave, Imp Bull Rush, Pow Atk, Imp Sunder
POSS: Furs (count as padded), greatclub, bag w/ 3 rocks
CR: 9 **ECL:** 18

Derro: CE S Monstrous Humanoid

HD: 3 (16 hp) **INIT:** +6
AC: 19 (T 13, FF 17) **SPD:** 20 ft.
ATK: Sword +4 (1d4/19–20); **or**
crossbow +6 rg (1d6/19–20 plus poison)
SA/SQ: Darkvision 60 ft., madness (imm *confus*, *insan*), poison use, poison (greenblood oil: Fort 13, 1 Con/1d2 Con), sneak atk +1d6, SR 15, vuln sunlight (1 Con/hr of exposure)
SV: Fort +2, Ref +5, Will +6
AB: S 11, D 14, Cn 13, I 10, W 5, Ch 16
SK/F: Bluff +5, Hide +10, Lis +1, M Sil +8; B-Fight
SPELLS: (Spell-Like Abilities; CL 3rd) At will—*dark*, *ghost s* (DC 12); 1/day—*daze* (DC 13), *sound bst* (DC 15)
POSS: Studded leather, buckler, short sword, repeating lt crossbow w/ 10 bolts, 5 doses greenblood oil
CR: 3

Zakya Rakshasa*: LE M Outsider (Native)

HD: 7 (66 hp) **INIT:** +2
AC: 27 (T 12, FF 25) **SPD:** 40 ft.
ATK: Sword +14/+9 (1d10+8/19–20, magic) *and*
bite +7 (1d6+2); **or**
claw +12 (1d4+5) *and*
bite +7 (1d6+2)
SA/SQ: Change shape (humanoid, loses bite/claw attacks), DR 15/good and pierc, darkvision 60 ft., det thgts (continuously as spell, CL 18th; DC 12), SR 22
SV: Fort +10, Ref +7, Will +6 **AB:** S 20, D 14, Cn 20, I 13, W 13, Ch 11
SK/F: Bluff +14 (+18 det thgts), Climb +9, Conc +15, Disg +14 (+18 det thgts, +28 change shape), Intim +12, Jump +13, Lis +11, S Mot +11, Spot +11; B-Fight, Cleave, Cbt Reflex, Pow Atk
SPELLS: (Spell-Like Abilities; CL 7th) 3/day—*chill touch* (+12 touch, DC 11), *tr strike*, *vamp touch* (+12 touch, DC 13)
POSS: Scale mail, hvy steel shield, +1 *bastard sword* **CR:** 8 **ECL:** 14
*Eberron™ *Campaign Setting*

Orc Wardrummer: CE M Humanoid (Orc) Brd2/Msh3*

HD: 5 (33 hp) **INIT:** +1
AC: 13 (T 11, FF 12) **SPD:** 30 ft.
ATK: Club +5 (1d6+2)
SA/SQ: Bard know +0, bard music 2/day (countersong, *fascinate*, inspire courage), darkvision 60 ft., light sensitivity, aura* (free, allies within 60 ft., continuous until dismissed, 1 min + 1 maj: min Will +2 or Cha +2; maj +1 saves)
SV: Fort +8, Ref +2, Will +4
AB: S 14, D 13, Cn 14, I 6, W 10, Ch 14
SK/F: Bluff +7, Conc +7, Dipl +7, Intim +7, Lis +3, Perf (percussion) +10, Spot +4; Dodge
SPELLS: Known (4/1) 0—*det mag, mend, op/close, r mag, resist*; 1st—*cause fear* (DC 15), *cure lt* (DC 14)
POSS: Leather, 2 clubs, 2 mwk drums, 3 *pot cure mod* **CR:** 5

**Miniatures Handbook:* Msh = marshal class

King Obould Many-Arrows*: CE M Humanoid (Orc) Bbn5/Ftr4

HD: 9 (87 hp) **INIT:** +5
AC: 17 (T 11, FF 17) **SPD:** 30 ft.
ATK: Sword +15/+10 (2d6+9/17–20, magic plus 1d6 fire); **or** bow +10/+5 rg (1d6/×3)
SA/SQ: Darkvision 60 ft., rage 2/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +1, imp uncanny dodge
SV: Fort +10, Ref +3, Will +3
AB: S 18, D 12, Cn 14, I 13, W 12, Ch 10
SK/F: Bluff +2, Climb +8, Dipl +2, Intim +5, Jump +9, Lis +3, S Mot +3, Spot +4, Swim +3, Surv +4; Cleave, Pow Atk
POSS: +1 *breastplate*, +1 *flaming greatsword*, shortbow w/ 20 arrows, *boots winterlands*, *necklace fireballs* (4, 3d6)
CR: 9

**Forgotten Realms® Campaign Setting*

Hill Giant Chieftain: CE L Giant Ftr3

HD: 15 (135 hp) **INIT:** +3
AC: 19 (T 8, FF 19) **SPD:** 40 ft.
ATK: Mace +22/+17/+12 (2d6+10); **or** rock +11 rg (2d6+10)
SA/SQ: Low-light, reach 10 ft., rock catching
SV: Fort +15, Ref +4, Will +8
AB: S 30, D 9, Cn 18, I 13, W 12, Ch 10
SK/F: Climb +19, Intim +13, Jump +19, Lis +11, Spot +11; Cleave, Cbt Reflex, Leadership 15, Pow Atk
POSS: Leather, mace, bag w/ 3 rocks
CR: 10 **ECL:** 19

Quaggoth* Slave: NE M Monstrous Humanoid Bbn1

HD: 4 (41 hp) **INIT:** +5
AC: 15 (T 11, FF 14) **SPD:** 40 ft., C 30 ft.
ATK: Greatclub +8 (1d10+6)
SA/SQ: Darkvision 60 ft., imm fear, rage 1/day (9 rds, +4 Str, +4 Con, +2 Will, –2 AC), rage (50% once damaged; +4 Str, +4 Con, +2 Will, –2 AC; can't end voluntarily), scent
SV: Fort +7, Ref +6, Will +6
AB: S 18, D 13, Cn 19, I 9, W 16, Ch 8
SK/F: Climb +12, Hide +3, Lis +7, Srch +7, Spot +5, Surv +8
POSS: Stone greatclub
CR: 4 **ECL:** 6

**Monsters of Faerûn*

Ogre War Hulk: CE L Giant Bbn2/Hlk2*

HD: 8 (73 hp) **INIT:** +2
AC: 20 (T 11, FF 20) **SPD:** 50 ft.
ATK: Flail +15 (2d8+15/19–20)
SA/SQ: Darkvision 60 ft., low-light, great swing* (full round: 1 atk roll against all creatures in 3 adjacent threatened squares), reach 10 ft., uncanny dodge
SV: Fort +12, Ref +3, Will +2
AB: S 30, D 14, Cn 14, I 5, W 13, Ch 10
SK/F: Climb +11, Intim +4, Lis +1, Spot +1; Cleave, Pow Atk
POSS: Chain shirt, mwk heavy flail
CR: 7 **ECL:** 10

**Miniatures Handbook:* Hlk = war hulk prestige class

Horde Zombie: NE M Undead

HD: 2 (16 hp) **INIT:** +0
AC: 14 (T 10, FF 14) **SPD:** 30 ft. (can't run)
ATK: Axe +6 (1d8+5/×3); **or** slam +6 (1d6+5)
SA/SQ: DR 5/slashing, darkvision 60 ft., single actions only, undead traits
SV: Fort +0, Ref +0, Will +3
AB: S 21, D 11, Cn —, I —, W 10, Ch 1
POSS: Leather, battleaxe
CR: 1/2

Tiefling Blademaster: CE M Outsider (Native) Swb5*

HD: 5 (42 hp) **INIT:** +4
AC: 17 (T 14, FF 13) **SPD:** 30 ft.
ATK: Rapier +8 (1d6/18–20) *and* dagger +8 (1d4/19–20); **or** rapier +10 (1d6/18–20)
SA/SQ: *Dark* 1/day (CL 5th), darkvision 60 ft., dodge bonus +1, insightful strike* (dmg +2, doesn't affect creatures imm crit or sneak atk), resist cold 5, elec 5, and fire 5, tiefling traits
SV: Fort +6, Ref +7, Will +1
AB: S 10, D 18, Cn 13, I 14, W 8, Ch 12
SK/F: Bal +10, Bluff +8, Climb +8, Dipl +11, Hide +6, Jump +10, Lis +0, S Mot +4, Spot +0, Tmbl +14
POSS: Mwk studded leather, mwk rapier, mwk dagger, *cloak resist* +1, 2 *pot c's grace*, 2 *pot cure mod*
CR: 5 **EL:** 6

**Complete Warrior*: Swb = swashbuckler class

Orc Mauler: CE M Humanoid (Orc) Ftr4/Bbn2

HD: 6 (54 hp) **INIT:** +1
AC: 18 (T 11, FF 18) **SPD:** 30 ft.
ATK: Morningstar +12/+7 (1d8+7)
SA/SQ: Darkvision 60 ft., light sensitivity
SV: Fort + 9, Ref +4, Will +2
AB: S 18, D 12, Cn 15, I 8, W 12, Ch 6
SK/F: Intim +10, Lis +3, Spot +2; Pow Atk
POSS: Chainmail, +1 *lt steel shield*, +1 *morningstar*, 3 *pot cure ser*
CR: 6

Howling Orc: CE M Humanoid (Orc) Bbn3

HD: 3 (31 hp) **INIT:** +2
AC: 16 (T 12, FF 16) **SPD:** 40 ft.
ATK: Axe +6 (1d12+4/×3)
SA/SQ: Darkvision 60 ft., light sensitivity, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +1, uncanny dodge
SV: Fort +5, Ref +3, Will +0
AB: S 16, D 14, Cn 15, I 10, W 8, Ch 6
SK/F: Intim +4, Jump +8, Lis +2, Spot +2, Surv +5; Cleave, Pow Atk
POSS: Chain shirt, greataxe
CR: 3

Troglodyte Thug: CE M Humanoid (Reptilian) Ftr1

HD: 3 (34 hp) **INIT:** +4

AC: 18 (T 10, FF 18) **SPD:** 30 ft.

ATK: Greatclub +5 (1d10+3) *and*
bite +2 (1d4+1); **or**
2 claws +4 (1d4+2) *and*
bite +2 (1d4+1)

SA/SQ: Darkvision 90 ft., stench (30 ft., sicken nontroglodyte living creatures 10 rds, Fort 15 neg)

SV: Fort +9, Ref +0, Will +1

AB: S 14, D 10, Cn 19, I 8, W 13, Ch 8

SK/F: Hide +4 (+8 underground), Lis +3, Spot +3

POSS: Leather, greatclub

CR: 2 **EL:** 5

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Warduke*: CE M Humanoid (Human) Ftr18

HD: 18 (318 hp) **INIT:** +3

AC: 32 (T 14, FF 31) **SPD:** 30 ft.

ATK: Sword +32/+27/+22/+17 (1d10+18/17–20, magic, chaotic + 1d6 fire + 2d6 against lawful); **or**
+34/+29/+24/+19 (1d10+20/17–20, magic, chaotic +2d6 + 1d6 fire + 2d6 against lawful) against humans *and*
shield +32 (1d8+6, magic)

SA/SQ: DR 3/—, fear gaze* (30 ft., paralysis 1d4 rds, Will 16 neg), *death knell* at will, imm charm, low-light, see invis (CL 20th), SR 28, *word recall* 1/day

SV: Fort +20, Ref +9, Will +8

AB: S 32, D 16, Cn 28, I 13, W 15, Ch 20

SK/F: Climb +26, Intim +35, Jump +26, Surv +7, Swim +4; Cbt Expert, Dodge, Gr Cleave, Mobil, Pow Atk, Spring Atk, Track, Whirl Atk

POSS: *+3 mod fort adamantine ceremonial* spiked half-plate, +5 bashing hvy steel shield, ring prot +3, +3 anarchic flaming burst human bane bastard sword, dagger of venom, Warduke's helm*, am health +6, gauntlets giant str +6, boots spd, fearsome eye fiendish graft**

CR: 20 *Dungeon® 105, p. 70

D&D ROLEPLAYING STATS

Warduke: CE M Humanoid (Human) Ftr18

60/60 ★ Illus. Thomas M. Baxa